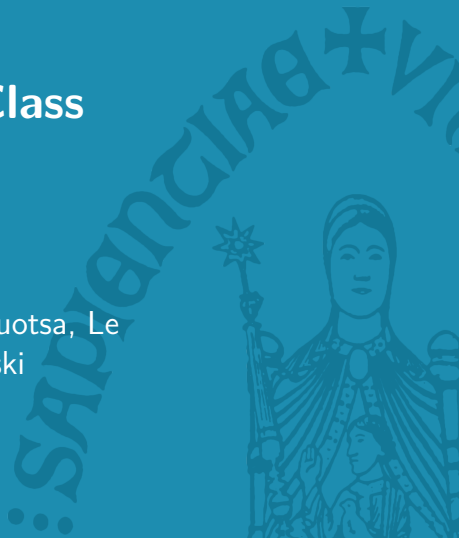


# PEGASIS: Practical Effective Class Group Actions

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# Group Actions

Group actions provide *quantum secure* "replacement" for DLP:

## Definition (Group Action)

Given a group  $G$  and a set  $X$ , a *group action*  $G \curvearrowright X$  is a map

$$\begin{aligned} G \times X &\rightarrow X \\ (g, x) &\mapsto g \star x \end{aligned}$$

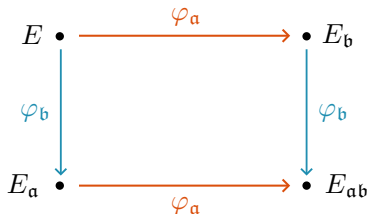
compatible with group operations in  $G$ .

# Group Actions

- ▶ if  $G = \mathbb{Z}$  and  $X = \mathbb{F}_p^*$  then  $G \curvearrowright X$  by  $(g, x) \mapsto x^g$
- ▶ *efficient evaluation*: given  $(x, g)$  can compute  $g \star x$ 
  - classically: *exponentiation*
- ▶ *vectorization*: given  $(x, g \star x)$  it is hard to recover  $g$ 
  - classically: *DLP*

# Isogeny Based Group Actions: CSIDH

- ▶ action of ideals of  $\mathbb{Z}[\sqrt{-p}]$  on *supersingular elliptic curves*
- ▶ action given by *isogenies*:  $\mathfrak{a} \star E = \varphi_{\mathfrak{a}}(E)$
- ▶ equivalent ideals result in the same curve



## REGA vs EGA

- ▶ CSIDH can act efficiently only with *smooth norm ideals*
- ▶ gives a Restricted Effective Group Action (REGA) instead of EGA
- ▶ leads to problems when uniform sampling is required (e.g. *signatures*)
- ▶ CSI-FiSh / Scallop: EGA for small parameters with precomputations
- ▶ Clapoti: polynomial time framework, no practical instantiation
- ▶ KLaPoTi: Clapoti for small parameters, does not apply to CSIDH

# Setup

- ▶ working over base field  $\mathbb{F}_p$
- ▶ need  $p = f2^e - 1$  with  $f$  small for efficiency reasons (*HD isogenies*)
- ▶ subexponential quantum attack by *Kuperberg*
- ▶ requires  $p$  to be 500 – 4000 bits (debated)

# The Clapoti Framework

Unrestricted group actions in *polynomial time*:

- ▶ take any ideal  $\mathfrak{a} = (l, \sigma)$
- ▶ find two *equivalent ideals*  $\mathfrak{b}, \mathfrak{c} \sim \mathfrak{a}$  and integers  $u, v$  such that

$$uN(\mathfrak{b}) + vN(\mathfrak{c}) = 2^e$$

with  $2^e < p$

- ▶ compute a degree  $u$  and a degree  $v$  isogeny
- ▶ magically (but *efficiently*) recover  $\varphi_{\mathfrak{a}}$

## Problem 1: solvability of equation

- ▶ expected # solutions:  $2^e / N(\mathfrak{b})N(\mathfrak{c})$
- ▶ need  $N(\mathfrak{b}), N(\mathfrak{c})$  as small as possible
- ▶  $\mathfrak{a}$  is a lattice, equivalent ideals given by short elements in  $\mathfrak{a}$
- ▶ by *Minkowski*, smallest equivalent ideals have norm  $\approx \sqrt{p}$
- ▶ expected solutions  $\approx 1/4f$ , *already low*



## Problem 2: isogenies of given degree

- ▶ degree  $u, v$  isogenies from a random curve  $E$  are *conjecturally hard*
- ▶ if  $u = x^2 + y^2$  we have a  $u$ -isogeny

$$\Phi_u = \begin{pmatrix} x & y \\ -y & x \end{pmatrix} : E \times E \rightarrow E \times E$$

- ▶  $\Phi_u$  is a dimension 2 isogeny, so Clapoti runs in *dimension 4*

## Problem 2: sums of squares

- ▶ need  $u, v$  to be *sums of squares* to compute isogenies
- ▶  $u = \prod p_i^{e_i}$  is a sum of squares iff for  $p_i \equiv 3 \pmod{4}$ ,  $e_i$  is even
- ▶ *full factorization* is too expensive
- ▶ trial division and *hope leftover part is prime* instead
- ▶  $u, v \approx \sqrt{p} \rightarrow$  the probability of two sums of squares is  $\approx 1/\log(p)^2$

## Clapoti in practice

- ▶ forced to take  $2^e < p$  for efficiency
- ▶ equation barely has a solution
- ▶ e.g. *97% failure rate* for 4000 bit prime
- ▶  $u, v$  being sums of squares reduces probability of 2 – 3 orders of magnitude
- ▶ success probability *close to 0*

## Our approach

- ▶ taking out small degree isogenies solves *both* problems
- ▶ can be computed using *Elkies algorithm*
- ▶ can evaluate  $\varphi_{\mathfrak{a}}(E)$  for  $\mathfrak{a} = (l, \sigma)$
- ▶ complexity  $O(N(\mathfrak{a})) = O(l)$  so only for *small degree* isogenies

## Problem 1: solvability of equation

- ▶ write  $\mathfrak{b} = \mathfrak{b}_e \mathfrak{b}_k$  and  $\mathfrak{c} = \mathfrak{c}_e \mathfrak{c}_k$  with  $N(\mathfrak{b}_e)$  and  $N(\mathfrak{c}_e)$  *smooth*
- ▶ apply  $\mathfrak{b}_e, \mathfrak{c}_e$  using Elkies algorithm
- ▶ solve  $uN(\mathfrak{b}_k) + vN(\mathfrak{c}_k) = 2^e$
- ▶ # solutions  $\approx N(\mathfrak{b}_e)N(\mathfrak{c}_e)/4f$ , *increased by  $N(\mathfrak{b}_e)N(\mathfrak{c}_e)$*

## Problem 2: sums of squares

- ▶ for small  $l$ ,  $\alpha_l = (l, \sigma)$  and  $\varphi_l = \varphi_{\alpha_l}$  has degree  $l$
- ▶ can take out from  $u, v$  *small factors* that are  $3 \bmod 4$
- ▶ heuristically, removing  $3, 7, 11$  already *increases success rate*  $\times 3$

## Rerandomization

- ▶ some ideals may still fail or take too long
- ▶ we can *rerandomize* bad ideals
- ▶ solve the norm equation for  $\alpha\alpha_3$  instead of  $\alpha$
- ▶ then apply  $\varphi_3$  to go back
- ▶ *zero failure* and *more efficient* in practice

## Timings

Paper	Language	Size $p$ (bits)				
		500	1000	1500	2000	4000
SCALLOP	C++	35 s	750 s	-	-	-
SCALLOP-HD (2D)	Sage	88 s	1140 s	-	-	-
PEARL-SCALLOP	C++	30 s	58 s	710 s	-	-
KLaPoTi (2D)	Sage	207 s	-	-	-	-
	Rust	1.95 s	-	-	-	-
<b>PEGASIS (4D)</b>	Sage	1.53 s	4.21 s	10.5 s	21.3 s	121 s



## PEGASIS timings breakdown

- ▶ Step 1: solve norm equation
- ▶ Step 2: small degree isogenies
- ▶ Step 3: 4D isogeny

Size $p$ (bits)	Step 1	Step 2	Step 3	Total	Rerand.
500	0.097 s	0.48 s	0.96 s	1.53 s	0.17
1000	0.21 s	1.16 s	2.84 s	4.21 s	0.07
1500	1.19 s	2.85 s	6.49 s	10.5 s	1.53
2000	1.68 s	8.34 s	11.3 s	21.3 s	0.70
4000	15.6 s	52.8 s	53.5 s	122 s	0.41

## Open questions

Q1: can we solve  $N(\mathfrak{b}) + N(\mathfrak{c}) = 2^e$  (no need for  $u, v$ )?

► *yes* (coming soon *qt-Pegasus*)

Q2: can we solve  $N(\mathfrak{b}) + N(\mathfrak{c}) = 2^b$  for  $b < e$ ?

► expect a solution for  $2e/3$  but don't know how to find it

Q3: do we really need dimension 4?

► new ideas needed!

Thank you for your attention.